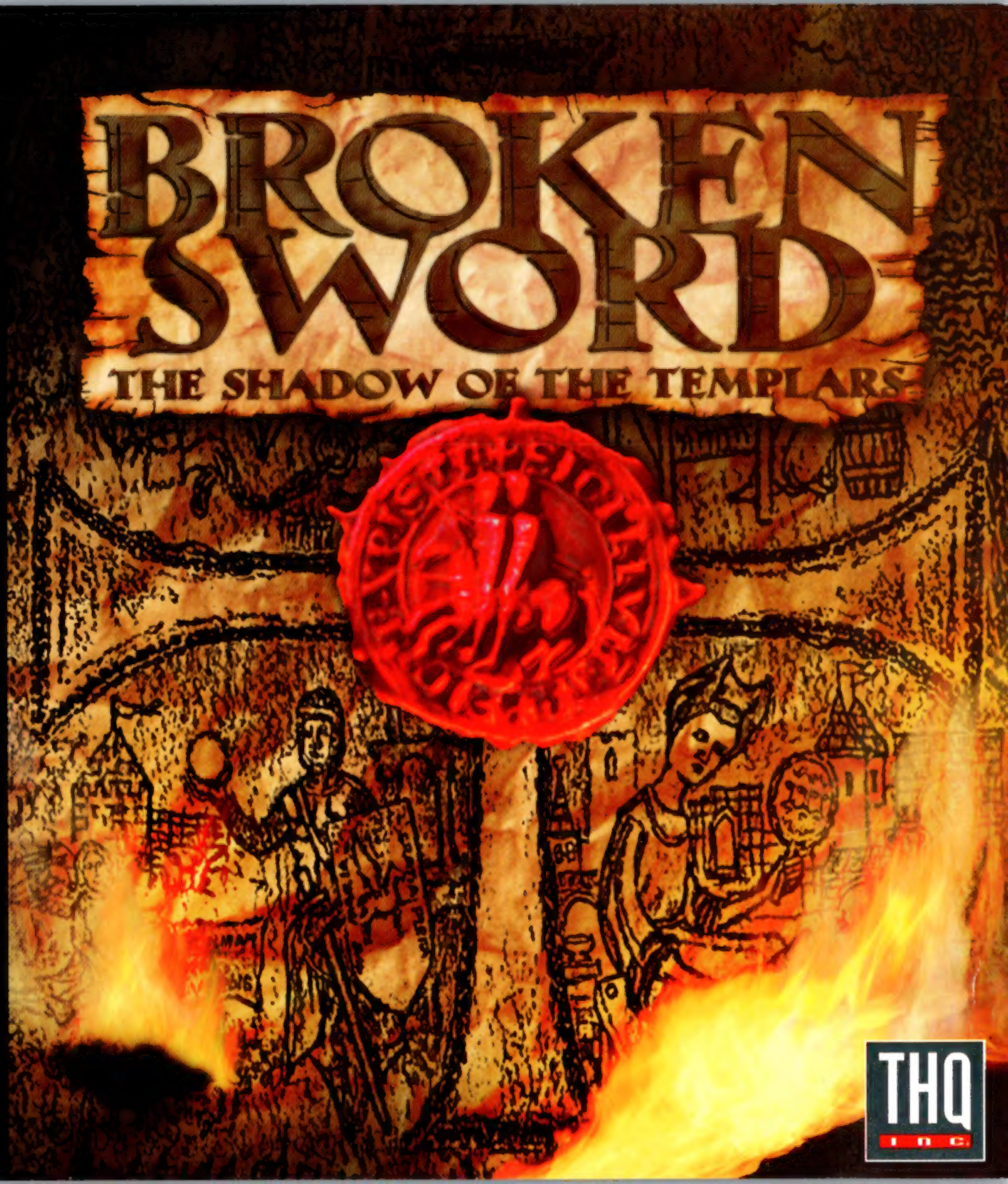
PlayStation

NTSC U/C

PlayStation

BROKEN SWORD

THE SHADOW OF THE TEMPLARS



TEEN

AGES 13+

CONTENT RATED BY ESRB

SLUS-00484

THQ INC.

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

BROKEN SWORD
THE SHADOW OF THE TEMPLARS

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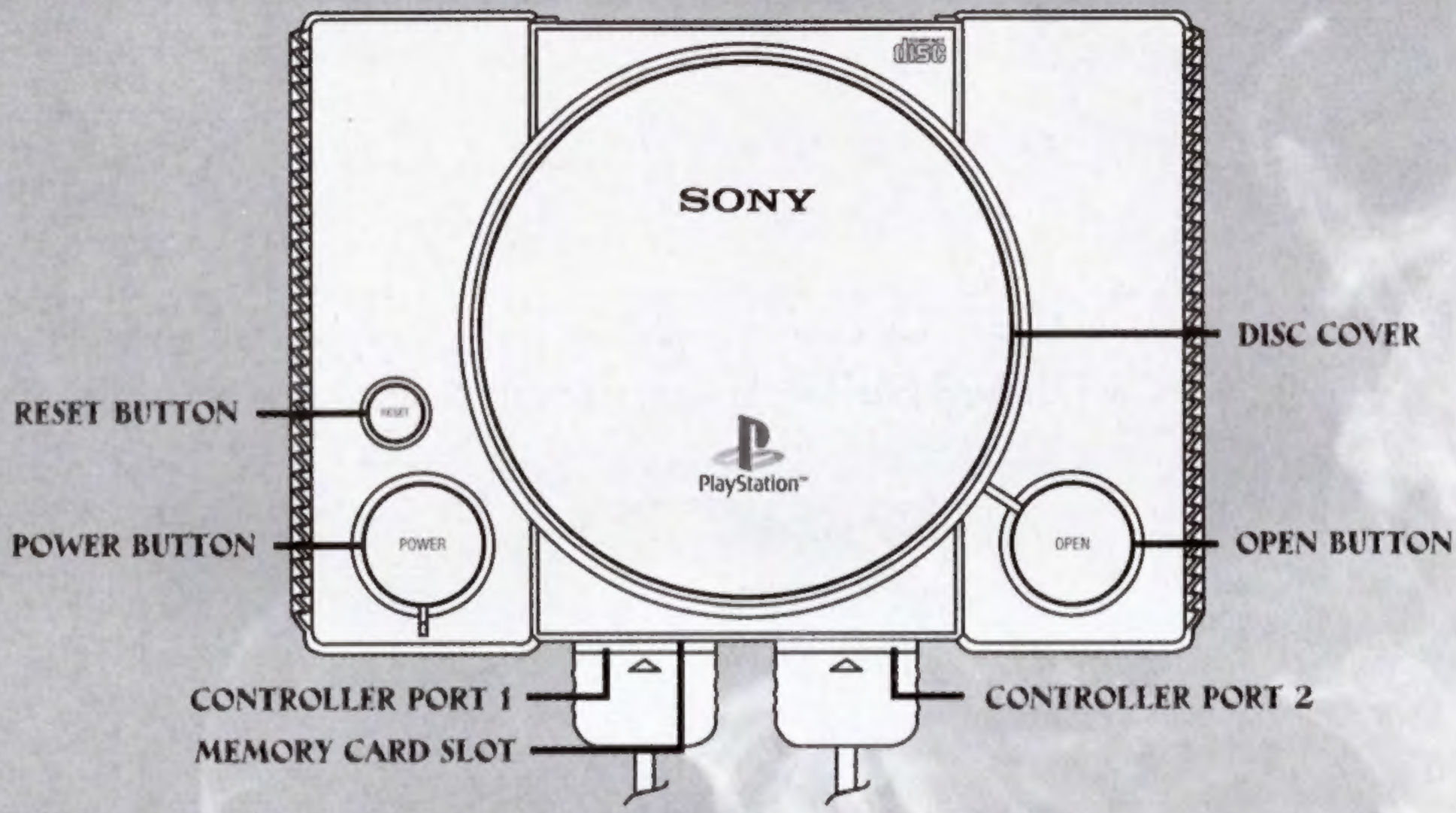
GETTING STARTED

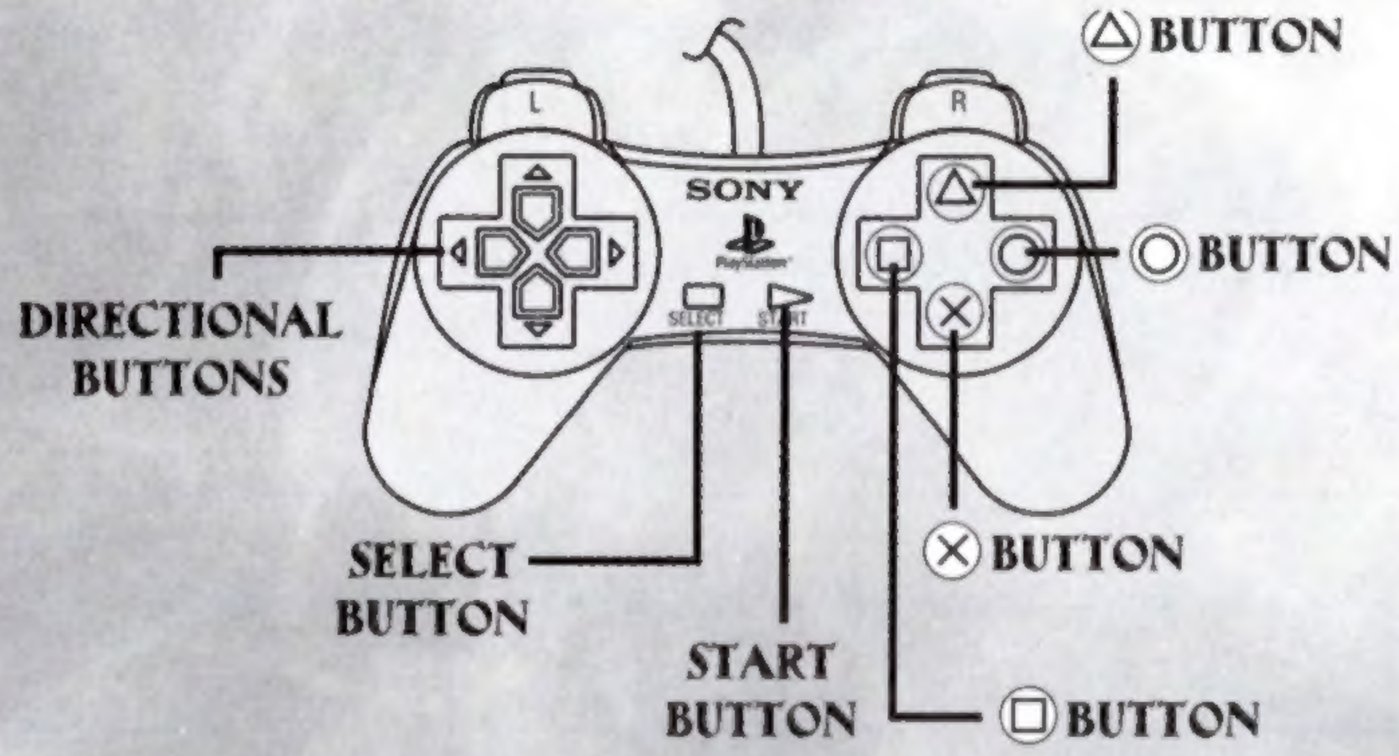


Set up your PlayStation™ game console according to the intstructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the BROKEN SWORD disc and close the Disc Cover. Insert a game controller and turn ON the PlayStation™ game console. Press START anytime during the demo/movie sequence to return to the Title Screen.

MEMORY CARD

BROKEN SWORD lets you save games at their current level of play onto memory cards, and resume play on previously saved games. Insert memory card(s), which are sold separately, into the PlayStation™ game console BEFORE starting play. Do not remove a memory card while saving or loading games; doing so could damage the game data. See SAVE on pg. 15 for instructions on saving your game.

CONTROLS



All in-game actions are achieved using the on-screen pointer or cursor. The movement of this cursor is controlled with the Directional Buttons or via the Mouse. Depending on what the cursor is pointing to on the screen, its shape changes to indicate what type of action can be performed. Basically, these actions are initiated by pressing the ⊗ Button or the Left Button on the Mouse (Left click). To get a description of the object or person marked by the cursor, press the ◎ Button or click the Right Mouse Button.

STANDARD CONTROLLER

Speeding up cursor:
Hold down either R1 or L1 while pressing the Directional Buttons.

Slowing down cursor:
Hold down either R2 or L2 while pressing the Directional Buttons.

Skipping animated sequences:
Press either the ⊗ or START Buttons.

Accessing the Options Window:
Press the START Button (see OPTIONS for more details).

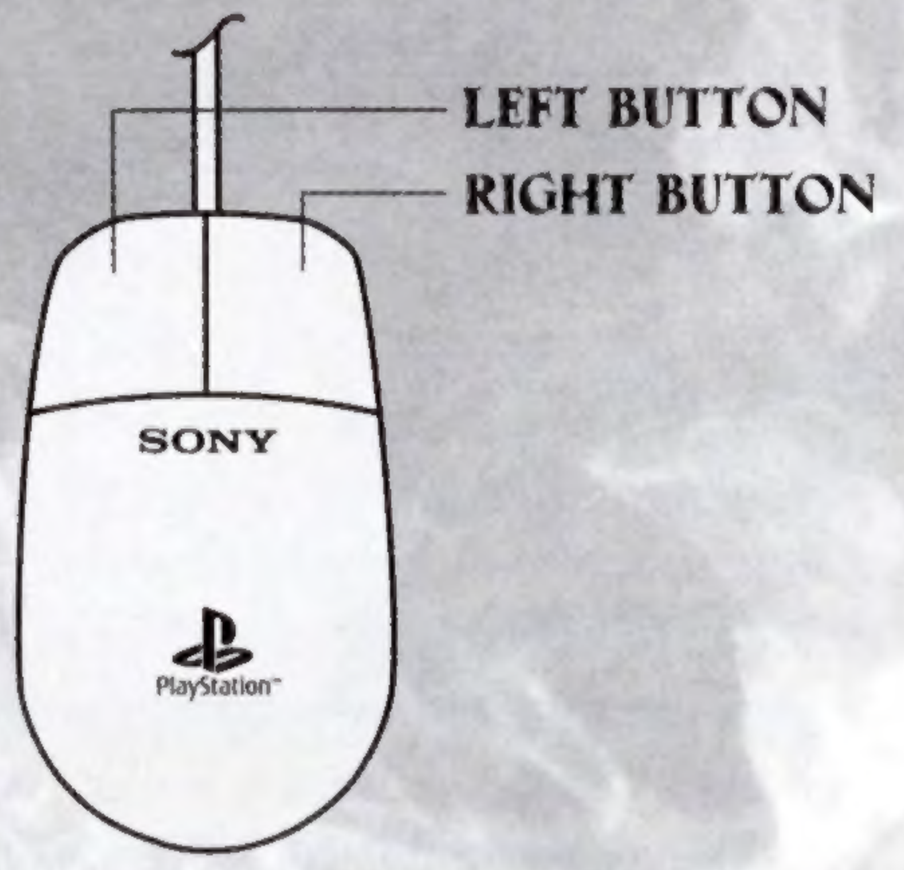
You can speed things up by using the following Controller shortcuts:
Pressing the △ Button automatically takes the cursor up to the top inventory.
Pressing the □ Button moves the cursor directly to the bottom topic bar.

Pause Screen:
When you press START during a conversation or movie sequence, a Pause Screen will be displayed. Any other time the START Button is pressed, the game will exit to the memory card menu.

MOUSE

Skipping animated sequences:
Press the Left Mouse Button.

Accessing the Options Window:
Press both Mouse Buttons at the same time (see OPTIONS for more details).



CURSOR ICONS

(Arrow) Walk cursor
⊗ or ◎ Button/Mouse Left or Right Button: George will walk over to the person/item.

(Magnifying glass) Examine cursor
⊗ Button/Mouse Left Button: George will examine the object closely.
◎ Button/Mouse Right Button: George will simply look at the object.

(Gears) Use cursor
⊗ Button/Mouse Left Button: George will use the item if he can.
◎ Button/Mouse Right Button: George will look at the object.

(Hand Grabbing) Pick up cursor
⊗ Button/Mouse Left Button: George will pick up the object.
◎ Button/Mouse Right Button: George will look at the object.

(Mouth) Talk cursor
⊗ Button/Mouse Left Button: George will attempt to talk to the person.
◎ Button /Mouse Right Button: George will look at the person.

(Hand Pointing) Exit cursor
⊗ or ◎ Button/ Mouse Left or Right Button: George will leave the current scene through this exit.

(Hand open) Move off-screen cursor
⊗ or ◎/ Mouse Left or Right Button: George will walk across the scene to reveal an area that was previously off-screen.

Note: The only time when there is no cursor on-screen is during animation sequences and cut scenes.

PROLOGUE

Mystical secrets from medieval times, assassins dressed as clowns and beautiful photographers are the first of many pieces in a jigsaw that will transport you and your on-screen partner from the streets of Paris to the farthest corners of Europe and beyond, into the legend of the ancient Knights Templar. Witness the transformation of young Californian George Stobbard from a regular guy on vacation into the main protagonist in the story of Broken Sword; never in his most fevered imaginings could he have predicted the dark events to follow. Only you can help George succeed in unravelling the mysteries of Broken Sword.

Broken Sword has been designed for the novice as well as the gaming expert, and therefore, it has one of the simplest yet most powerful user interfaces ever created. Throughout the game, control is possible using point-and-click commands, and you'll soon discover that all complex actions and conversations can be carried out with a minimum of effort.

If you really do get stuck in the beginning, don't panic—there's a walk-through solution of the first few locations at the end of this manual, and you can use it as a tutorial (soon, you'll find the exploration of strange locales and searches for vital clues will become second nature). Broken Sword embroils you in a living, evolving story with events unfolding as you make progress. A sharp mind, a thirst for the truth, and an inquisitive eye are all the tools you need to play this adventure game. So gather your wits, and let the story begin.

PLAYING THE GAME

MOVING AROUND

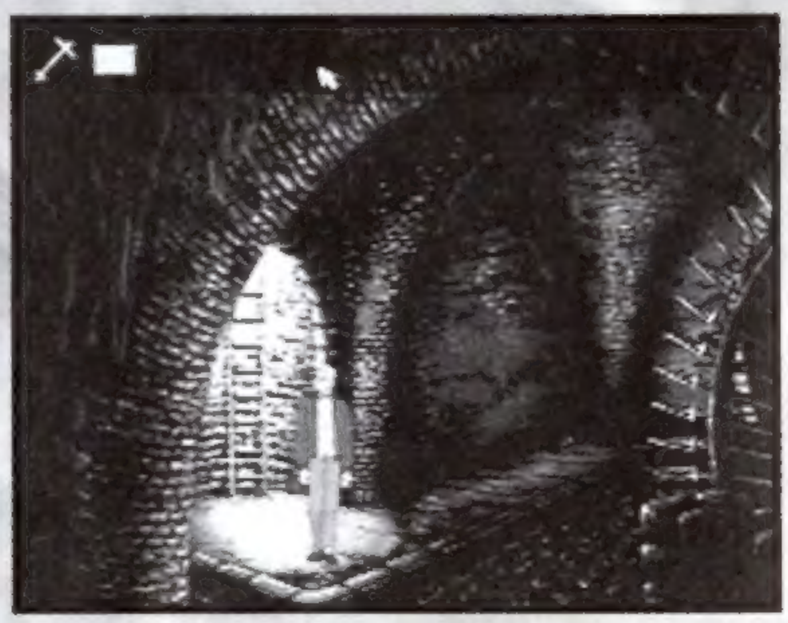
To move George around a location, simply move the cursor to an area of the screen and press either the ⊗ or ◎ Button (Mouse LEFT or RIGHT Button). If it's reachable, George will walk over to that spot.

As George moves around, the camera will sometimes pan to reveal more of a location. Some areas may be several times larger than the area visible on the screen.

Each location you visit may contain any number of possible exits, some obvious while others will be more cunningly hidden. If you see what looks like an exit, move the cursor over it. If the cursor changes to a pointing hand, this indicates a possible exit. Click either the ⊗ or ◎ Button (Mouse LEFT or RIGHT Button) and George will walk over and leave the current location by this route.

THE INVENTORY

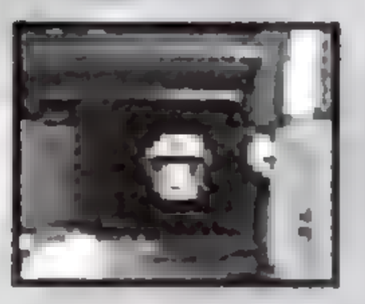
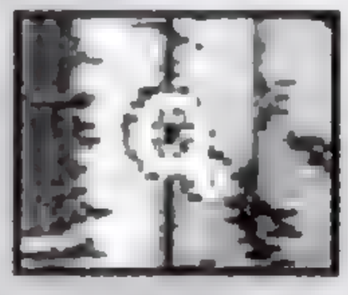
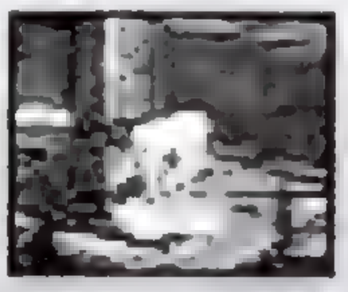
The inventory is a visual display of all the objects which George is currently holding. It can be viewed by moving the cursor to the top of the screen; a bar will appear showing everything in his possession. To exit the inventory, simply move the cursor back into the main playing area.



EXAMINING THINGS

As the game progresses, George will encounter various situations where a closer look at an object or person is desirable. To do this, simply place the cursor over the desired item and click either the ✕ or ○ Button (Mouse LEFT or RIGHT Button). Note that if George is not near the item, he will automatically walk over to it first.

If the cursor changes to a magnifying glass, pressing the ✕ Button/Mouse Left Button will make George examine that object very closely. He will take a quick look at the object if you press the ○ Button/Mouse Right Button.

If the cursor looks like a mouth (i.e., it has been placed over a person), a set of moving cogs (i.e., the cursor is placed over a usable object), or a lifting hand (i.e., the cursor is over a collectable object), then pressing the ○ Button/Mouse Right Button will let George know that you want him to take a quick look at the person/item in question.

If you want George to examine an object that is already in his possession, simply move the cursor to the top of the screen. This will bring up a display of all the objects currently held. Move the cursor over the desired object and press the ○ Button/Mouse Right Button to examine it.

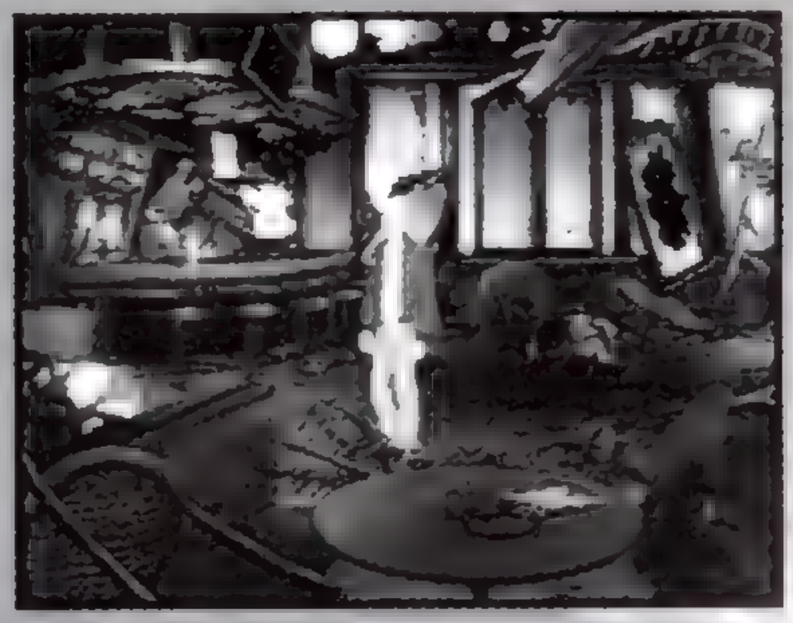
COLLECTING OBJECTS

If there's one thing George Stobbart is adept at, it's collecting things. You'll be amazed at what he can hide away in his trusty jacket. If you see an object you think George should take, move the cursor over the item. If it's collectable, the cursor will change to show a hand making a 'picking up' motion. Press the ✕ Button/Mouse Left Button to take the object and place it in his inventory.

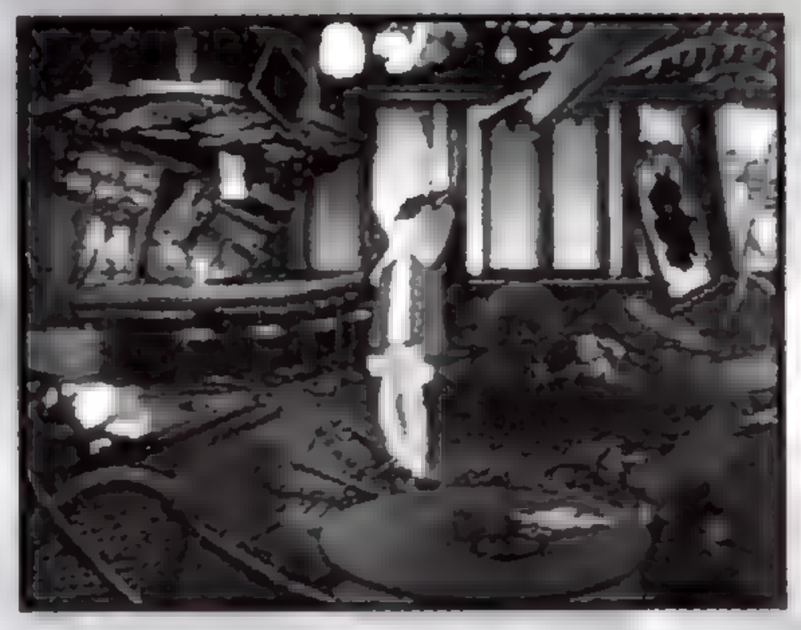
Note that some objects will require precise timing to be grabbed—especially if they're right under the nose of an unhelpful person!

USING OBJECTS

There are two types of usable objects in Broken Sword—those which can be collected for later use, and those which are not removable from a scene but are nevertheless usable.



To use an object that George has already collected, simply move the cursor to the top of the screen. The inventory of currently held objects will appear. Press the ⊗ Button/Mouse Left Button on an object to select it. The cursor will now change to show the object attached. It is now possible to place it over a person (the cursor will change to a mouth with the object attached) or other on-screen object (the cursor will change to an alternate icon with the object attached). If possible, George will use the object appropriately. To place the object back in inventory, move the cursor back to the inventory bar at the top of the screen, and press the ⊗ Button/Mouse Left Button again.



If you wish George to use a visible object which cannot be picked up, place the cursor over it—if it's usable, the cursor will change to show a set of rotating cogs. Now press the ⊗ Button/Mouse Left Button. George will attempt to use the object in the appropriate way, first walking over to it if necessary.

CONVERSATION

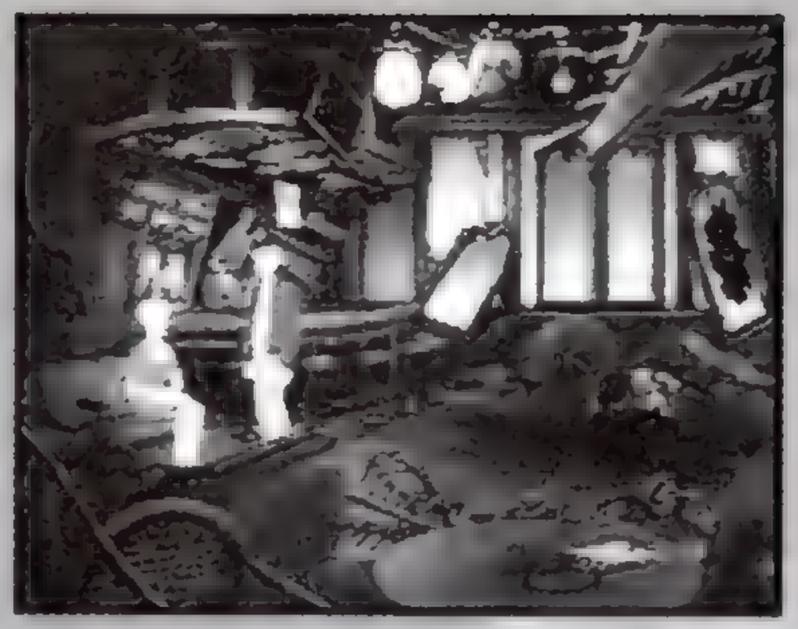
During his adventure, George will encounter many weird and wonderful characters—some helpful, others indifferent, and a few potentially deadly. Sometimes they will automatically engage him in conversation; at other times you will want George to chat with a particular person. To do this, place the cursor over the person—the cursor will change from an arrow to a mouth. Pressing the ⊗ Button/Mouse Left Button initiates the conversation; when it's possible to direct the flow of conversation, the inventory will appear at the top of the screen, and a list of subjects will appear in a topic bar at the bottom.

Because George is a pretty smart guy, he only needs prompting for topics of conversation—he'll do the rest of the work himself. The images in the topic bar at the bottom of the screen may represent objects, events or people. Click on whichever one you want George to ask about.

Note that the range of possible subjects will be dictated by knowledge George has (or has not) gained already by talking to other characters, witnessing other events, or visiting certain locations. If you return for another conversation with a character after you have learned something new, you might find new topics to talk about with that person.

If an image remains in the topic bar after being selected once, George can ask more questions about that subject. When the line of conversation ends, the image will disappear.

George can also ask questions about items in his inventory. To do this, simply move the cursor over the object and press the ⊗ Button/Mouse Left Button. He can ask about the same object as many times as you like, although this persistence is rarely rewarded.



Occasionally, George may be asked a question. In this case, thumbs up and thumbs down icons may appear in the topic bar. To reply yes, press the ⊗ Button/Mouse Left Button on the thumbs up icon. To answer no, press the ⊗ Button/Mouse Left Button on the thumbs down icon.

To end a conversation, press the ⊗ Button/Mouse Left Button on the green arrow at the far left of the topic bar.

USING THE MAP SCREENS

At various stages in the game, the view will switch to display a map. Locations which George can visit are highlighted with red pins and their place names are given. Place the cursor over the desired location and press the ⊗ Button/Mouse Left Button, and George will travel there. Note that as you progress further into the game, more destinations may become available.

MAKING PHONE CALLS

As George continues his amateur detective work, he may accumulate phone numbers in various ways. He will automatically scribble these down on the back of an envelope. Instructing George to use a telephone in one of the locations will bring up a view of this envelope. Place the cursor over the number you want him to dial, and press the ⊗ Button/Mouse Left Button. Moving the cursor to the bottom of the screen (the cursor will change to an exit location hand) and clicking will tell George to forget about making a call.

OPTIONS

As long as you are not in the middle of a conversation with someone, you can open the Options Window by pressing both the ✕ and ○ Buttons (Mouse Left and Right Mouse Buttons) at the same time, or by pressing the START Button on the Controller. You can then click on any of the following options:

SAVE

This allows you to save your current game at any time so that you can return and play from that same place. Use the scroll arrows to highlight a saved game slot and click on the SAVE Button to confirm. If you wish to overwrite an already occupied slot, you will have to click again to confirm.

RESTORE

Select this option to load a saved game; click on the scroll arrows to highlight the required saved game slot and then click on the RESTORE Button.

DELETE

To delete an unwanted saved game, click on the scroll arrows to highlight the required saved game slot and then click on the DELETE Button.

Before a Memory card operation can be performed:
If no Memory card is inserted, you will be asked to insert one.

If two Memory cards are inserted, you will first be asked to specify one of them.

If a new, unused Memory card is inserted, you will first be asked to confirm its formatting.

RESTART

Warning: Selecting this option will abandon your current position and start the adventure over from the beginning. Only select this option if you are absolutely sure you want to start from scratch. As a precaution, you will be asked to confirm the Restart choice. Point and click on the appropriate button.

DONE

Select this to exit the Options Window and return to the game.

VOLUME

Clicking on this option will bring up a mini mixing board. Three volume dials are displayed, for speech, music and sound effects. Left clicking with the cursor at the top center of a dial will raise the volume on both right and left speakers, while left clicking with the cursor at the bottom center of a dial will lower it. To raise and lower left and right channel volumes separately, press the ⚔ Button/Mouse Left Button with the cursor over the left or right side of a dial. Click on DONE when you're finished.

Speech Volume:
If the speech volume is turned down to 0, the text will automatically be enabled.

TEXT

Press this button to toggle the subtitles on or off.

GENERAL TIPS

Look closely at everything.
Clues are often staring you in the face, so make sure to look carefully at every scene, and remember to examine all the objects you come across on your journey. Also, be sure to check for every possible exit from a location.

Be talkative.
A good detective leaves no thread of conversation unexplored. Grill everybody you meet about every subject you can and about every object you possess. If it's possible to continue talking about a previously discussed subject, do so—it's amazing what important information can be discovered with a little persistent questioning.

Explore all avenues.
Sometimes the most innocent-seeming objects are essential to success. Don't be afraid to try using an object in an unlikely situation. The problems and puzzles you'll face in Broken Sword are very logical, but when the ole grey matter doesn't get you anywhere, try experimenting.

Save your game regularly.
If one thing's certain, it's that our hero George is about to get into all kinds of dangerous situations. Saving your game regularly means you won't have to retrace every step of the adventure if George meets with an unfortunate end.

Keep notes.
The tale of Broken Sword spans several countries and countless personalities. Be sure to make notes of crucial information and clues for later reference.

Use the cursor to search.
Move the cursor over objects that may be important to search for 'hot spots' with which you can interact.

BEGINNER'S TUTORIAL

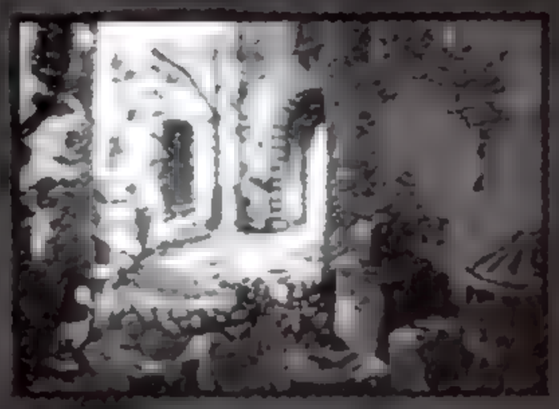
The following tutorial is recommended for beginners only. If you've studied the General Playing Guide and you're still struggling at the start of your journey, then follow this walk-through guide to get on your way successfully.

1. Once you've loaded Broken Sword and the opening sequence has completed, you'll find our hero George Stobbard standing outside the wreckage of the cafe. The first step is to get your bearings and have a good look around. First try moving him around the place. Move the on-screen cursor over to the far right, and press the ✕ Button/Mouse Left Button.

2. That's a start. Now let's try combining moving around with actually performing some kind of task. For example, instruct George to take a closer look at the cafe's shattered windows. Move the cursor over the remains of the window until the cursor changes from an arrow to a magnifying glass. Press the ✕ Button/Mouse Left Button, and George will walk over and examine the glass.

3. Now that the basics are over with, it's on with the adventure. Think back to that opening sequence, and remember which way the clown made his getaway—you'll recall he ran towards the archway near the cafe. Go back to the cafe exterior and follow his steps. To do this, move the cursor over the archway at the far right of the scene. The cursor will change to a pointing hand. Press the ✕ Button/Mouse Left Button and George will leave by this exit.

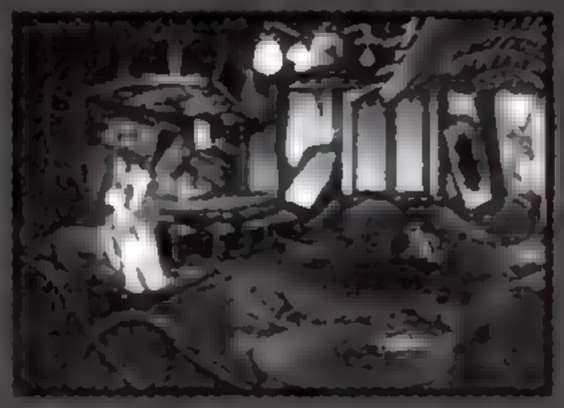
4. Hmm... this alley looks promising. Maybe the clown made his escape by climbing up that drainpipe. Place the cursor over the pipe—the arrow will change to show a set of moving cogs. This symbol indicates that George can use an object. Press the ⊗ Button/Mouse Left Button again, and George will try to climb up the drainpipe.



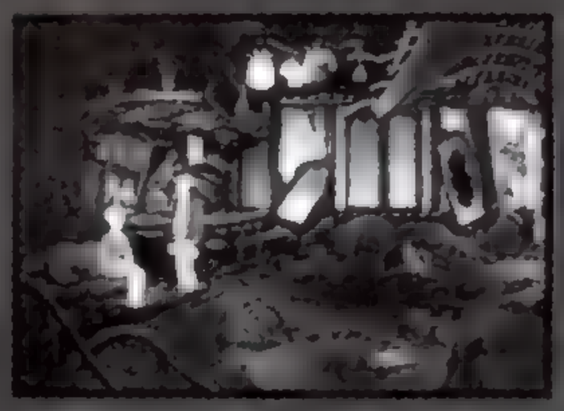
5. Maybe the clown is still here, hiding out in one of the trash cans. Put the cursor over a trash can lid and it will turn into a magnifying glass. Press the ⊗ Button/Mouse Left Button to look inside. Make sure you inspect every trash can.

6. Still no luck? That only leaves one possible exit—the manhole. Place the cursor over the manhole (the cursor will change to a set of moving cogs), and press the ⊗ Button/Mouse Left Button. George does his best, but can't get it open. If only George had some kind of a lever to pry the cover up with... Let's go back to the main street for now, and come back to the manhole when George is better equipped. Move the cursor to the alley entrance (the cursor will change to a pointing arrow again), and press the ⊗ Button/Mouse Left Button.

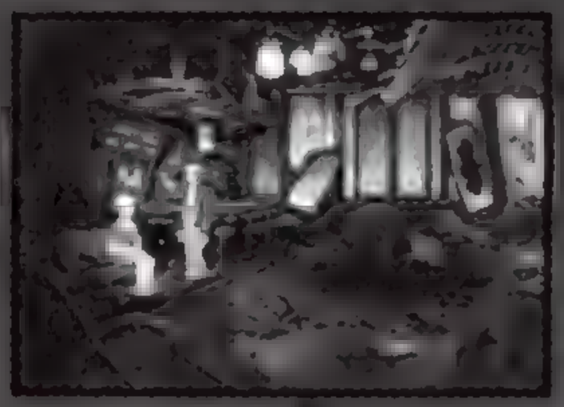
7. If you look carefully at the street scene again, you'll notice a newspaper lodged at the foot of the streetlight post. It might be useful, so place the cursor over the paper—the arrow should change to a hand making a picking-up motion. Press the ⊗ Button/Mouse Left Button and George will reach over and take the newspaper. Now is probably a good time to check out the damage in the cafe itself—that waitress might need some help. Place the cursor at the doorway and press the ⊗ Button/Mouse Left Button. George will enter the cafe.



8. Inside the cafe, things look bad. Let's check on the health of the wounded waitress first—move the cursor over her slumped body. The arrow will change to a mouth, indicating that it's possible to talk to the poor woman. Press the ✕ Button/Mouse Left Button and George will walk over to her, help her up, and start a conversation with her.



9. Much of this conversation will flow without any need for your input, but the waitress might ask a few questions while chatting. At these times, two hand icons will appear at the bottom of the screen, one with thumbs up, the other with thumbs down. Click on thumbs up to answer yes to a question and on thumbs down to answer no.



10. Eventually you'll have the chance to ask the waitress about specific topics. The faces of the old man and the clown will appear in the bar at the bottom of the screen, along with a green arrow. Click on an image to talk about that subject, or click on the green arrow at the left to end your conversation. Notice that George can sometimes ask about the same subject again to get more detail, and that new topics are sometimes added during the course of a conversation. When you've learned as much as possible, leave the waitress and continue your investigations. You might want to examine the dead body before directing George back out onto the street.

11. Maybe the workman down the road can help you out. Move the cursor to the rear of the scene near the workman's tent. The cursor will change to a pointing hand icon. Press the ✕ Button/Mouse Left Button, and George will exit the scene and reappear by the workman.

Unfortunately, before you get a chance to talk to the workman, the cops arrive on the scene determined to find out whether George was involved in the explosion. There's no option but to watch as George is marched back to the cafe for questioning.

12. Back inside the cafe, Inspector Rosso will do most of the talking. When he asks you a question, a topic bar that contains the thumbs up and down icons, and possibly the clown icon will appear. To answer no, click on the thumbs down icon. Otherwise, press the ⊗ Button/Mouse Left Button on the other displayed icon.

13. Once he's back outside the cafe, try getting George to chat with the photographer. To do this, move the cursor over her image—again the arrow will turn into a small mouth. Press the ⊗ Button/Mouse Left Button to start a conversation. The woman will reveal some very useful information. Again, a topic bar will appear at the bottom of the screen at key points in the conversation. When you get the chance, click on each topic to discuss them. Ask enough questions, and the photographer might even give George her phone number. Press the ⊗ Button/Mouse Left Button on the green arrow icon at the left of the topic bar to end the conversation.

14. Now get back to that workman. Click on the rear exit again to pay him another visit. Show him the newspaper. To do this, move the cursor to the top of the game screen—an inventory bar will appear, displaying all the objects George is currently holding. Press the ⊗ Button/Mouse Left Button with the cursor over the image of the newspaper. Now move

the cursor back down into the play area, and the newspaper will follow. Place the cursor and newspaper over the workman and press the ⊗ Button/Mouse Left Button again. After some grumbling, he'll take the paper, help solve your first clue, and leave you to look after his site.

15. While the workman's gone, George is free to look around. Move the cursor over the toolbox. the cursor will change to display a set of moving cogs. Press the ⊗ Button/Mouse Left Button to use the toolbox. George will find a handy T-bar tool—just the kind of thing he needs to open that manhole cover—and place it in his inventory.

16. Move the cursor to the top of the screen to bring up the inventory bar. Move the cursor over the T-bar tool and press the ⊗ Button/Mouse Left Button. Now move the cursor and tool over the manhole cover. Click that button again, and watch the results. Et voila!, as they say in Paris. The sewer system awaits, and George isn't the type of hero to let a little stench stop him from exploring. From now on, though, he's relying on you to guide him!

WARRANTY

THQ Inc. warrants to the original consumer purchaser that this Game Compact Disc (CD) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ Inc. will repair or replace the CD, at its option, free of charge.

To receive this warranty service:

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2. Notify the THQ Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 225-5167. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
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PlayStation

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